

WHAT IS CLAIMED IS:

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1. A game system for projectively transforming a plurality of polygons, which form three-dimensional object located in an imaginary three-dimensional space, to a viewpoint coordinate system to draw the polygons on a projection plane, comprising:

a polygon drawing means for drawing a polygon with a first texture which affects drawing of other texture;

10 a second texture drawing means for drawing a second texture, prepared in advance, on the polygon drawn by the polygon drawing means based on two-dimensional coordinates of the second texture; and

15 a texture moving means for simulatively moving the second texture, drawn by the second texture drawing means, on the polygon drawn by the polygon drawing means by varying the two-dimensional coordinates in time-series.

2. The game system according to claim 1, wherein the two-dimensional coordinates of the second texture are calculated by transforming three-dimensional coordinates of vertexes of the polygon.

20 3. The game system according to claim 1, wherein the two-dimensional coordinates of the second texture are calculated by projectively transforming three-dimensional coordinates of vertexes of the polygon on an imaginary two-dimensional plane which is prepared in advance and corresponds to the two-dimensional coordinates.

25 4. The game system according to claim 1, wherein luminance of colors of the second texture are different in different areas in the second texture.

30 5. The game system according to claim 1, wherein luminance of colors of the second texture vary in proportion to coordinate value in either one direction of the two-dimensional coordinates if the two-dimensional coordinates are fixed.

6. The game system according to claim 1, wherein a part of the second texture undergoes an affect of gradation by the first texture.

7. The game system according to claim 6, wherein the gradation is executed by mixing the colors of the first texture and the colors of the second texture with a predetermined mixing ratio.

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8. An image drawing method for projectively transforming a plurality of polygons, which form three-dimensional object located in an imaginary three-dimensional space, to a viewpoint coordinate system to draw the polygons on a projection plane, comprising the steps of:

10 drawing a polygon with a first texture which affects drawing of other texture;
 drawing a second texture, prepared in advance, on the polygon drawn by the polygon drawing step based on two-dimensional coordinates of the second texture; and

 simulatively moving the second texture, drawn by the second texture
15 drawing step, on the polygon drawn by the polygon drawing step by varying the two-dimensional coordinates in time-series.

9. An image drawing method for projectively transforming a plurality of polygons, which form three-dimensional object located in an imaginary
20 three-dimensional space, to a viewpoint coordinate system to draw the polygons on a projection plane, comprising the steps of:

 drawing a polygon with a first texture which affects drawing of other texture;
 projectively transforming three-dimensional coordinates of vertexes of the polygon on an imaginary two-dimensional plane, prepared in advance, to calculate
25 two-dimensional coordinates of the second texture;

 drawing the second texture on the drawn polygon based on the calculated two-dimensional coordinates; and

 simulatively moving the second texture, drawn by the second texture drawing step, on the polygon drawn by the polygon drawing step by varying the
30 two-dimensional coordinates in time-series.

10. A computer-readable storage medium carrying a game program for projectively transforming a plurality of polygons, which form three-dimensional object located in an imaginary three-dimensional space, to a viewpoint coordinate system to

draw the polygons on a projection plane, the game program controls a computer to function as:

a polygon drawing means for drawing a polygon with a first texture which affects drawing of other texture;

5 a second texture drawing means for drawing a second texture, prepared in advance, on the polygon drawn by the polygon drawing means based on two-dimensional coordinates of the second texture; and

10 a texture moving means for simulatively moving the second texture, drawn by the second texture drawing means, on the polygon drawn by the polygon drawing means by varying the two-dimensional coordinates in time-series.

11. A computer-readable storage medium carrying a game program for projectively transforming a plurality of polygons, which form three-dimensional object located in an imaginary three-dimensional space, to a viewpoint coordinate system to
15 draw the polygons on a projection plane, the game program controls a computer to function as:

a means for drawing a polygon with a first texture which affects drawing of other texture;

20 a means for projectively transforming three-dimensional coordinates of vertexes of the polygon on an imaginary two-dimensional plane, prepared in advance, to calculate two-dimensional coordinates of the second texture;

a means for drawing the second texture on the drawn polygon based on the calculated two-dimensional coordinates; and

25 a means for simulatively moving the second texture, drawn by the second texture drawing means, on the polygon drawn by the polygon drawing means by varying the two-dimensional coordinates in time-series.